

# SHADOW RIFT

## Archfiends

*The Shadowrifts have reopened and the Archfiends have come to ensure that victory will be theirs. It is up to you, the Heroes, to hold back the onslaught of Monsters and Archfiend attacks long enough to close the Shadowrifts before Haven Town is decimated, but this time you'll also need to defeat the Archfiends themselves!*

### COMPONENTS

186 Cards (6 Monster Cards, and 6 Monster Decks of 30 cards)

### SETUP

In addition to the usual setup, take the deck of Archfiends cards and Archfiend Boss card associated with the Monster faction you've chosen. Shuffle and set the Archfiend deck face-down near the Monster deck, leaving room for a discard pile. On the opposite end of the Monster Attack area, set the Archfiend Boss card.

### GAME PLAY

The Archfiend acts at the beginning of the Heroes Act step. Each round a new player, going clockwise, will draw the top card of the Archfiend deck and decide between three horrible options (see next page).

1. **Play it.** The card goes into play next to the Archfiend Boss and its effects are fulfilled.
2. **Avoid it.** The card is placed face-down under the Archfiend Boss. The Heroes do not suffer its effects but the card will be used by the Archfiend Boss in the final battle. The player must then draw another card which must be played.
3. **Block it.** The card, and the top card of the Archfiend deck, go face-down under the Rules card.

## KEY TERMS

**PERSISTENT:** This card remains in play from round to round. Some cards are Persistent until a certain condition is met.



**FEND OFF:** Some card effects can be actively negated by the Heroes. These cards will have the Fend Off keyword. If the heroes meet the described condition, the Archfiend card is defeated and put into the Archfiend discard pile. Any Fend Off requirements may be paid communally, but must be paid in one round unless otherwise specified. Fend Off requirements that call for hits require extra hits. Deal them to the Effect or Onslaught card in question, not a monster in play.


## CARD TYPES

**ONSLAUGHT:** This type of card happens once at the end of the round and is then immediately discarded unless it has the Persistent keyword. You can often Fend Off Onslaught effects before they happen.

**EFFECT:** This type of card alters the Heroes' turn and takes effect until the end of the current round. The card is then discarded unless it has the keyword Persistent.



## CREDITS



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